
Title: Mages Dept Handbook

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Greetings and well met
our new friend. Welcome
to the greatest family in
all the land of Britannia.

As you already know, GoV
is a family of brothers
and sisters who share
the same virtues, and
have sworn to protect
each other and to be
guided by the eight
virtues. You have no
doubt been given this
handbook because you wish
to be part of the
glorious mages of the
Guardians of Virtue. This
book was designed to aid
you in knowing what is
available to you, and to
help you (if u are in
need) to gain training, and
to become a grandmaster
as quickly as possible.
This handbook, is also
there to state the dress
code and regulations for
the department. Please
relax, and read on-as this
will hopefully answer more
of your questions about
the department of mages
and our family. As soon
as you get this book
please ICQ me so that i
may welcome you. My
ICQ number is
150690832

(2) Dep't Structure.....

The department is made
up of a Council of Mages
and its members. There
are enough members on
the council to properly

administrate the department and all of its services. The current positions and person filling it, is as follows:

Zubo Dathomir-Head of Mages department. Oversees all of the day to day operations and is directly involved in the recruiting and training of the departments members. Makes decisions to ensure that the department is running properly. The department head also represents the interests of the department, by acting as a senator in the guilds government system.

Lord Mindheavy-Senator of Mages department. The senator is the second in command, and assists the department head in the day to day operation of the department. The senator also has the ability to make certain decisions with the approval of the dep't head. The senator's primary function is to lobby for the interests of the department through the senate forum, and to be the primary source for training and recruitment for the department.

Lady Karmalene-Mage Quartermistress. Is responsible for collecting taxes from the members within the department and keeping records accordingly. The Quartermistress, also is responsible for the upkeep of the department library and the reference records. The Quartermistress also greets the new members and will

offer them any services and goods that the department supplies, by taking the order and having it filled by the department head.

(3) Titles/Ranks.....

Aside from the titles mentioned within the Council of Mages, additional advisors will be named as the need arises. The titles that make up the member structure is as follows:

APPRENTICE MAGE
(magery under 80)(After 80 magery, the member will be given a title based on their specialization)
(Magery of 80-90 titles as follows).....

GUARDIAN MAGE
(Nox mage, Hybrid tradesman mage, T-hunter, or anything that does not fall into any other category)

GUARDIAN WIZARD
(Pure mage, with skills that are primarily for pvp or pvm type of interaction)

GUARDIAN DRUID
(At least 3 mage skills with the ability to tame and control animals)

GUARDIAN RANGER
(3 Magery skills and the ability to use slashing or blunt weapons)
After someone has at least 2 of their required magery skills over 90.1, their title will remain the same except the word Virtue will appear before the title-for example Virtue Wizard. Along with a title change, upon having 3 or more skills above 90.1 allows the member to join a division

of the military if they wish. If u have joined a division, and code will also be incorporated into the title-for example Virtue Wizard (S). The code determines what division of the legion you are in (S means support, which is where most magic casters will serve).

(4) Training.....

As mentioned earlier, as soon as you are entered into the guild and the department, please contact me right away. If u are a young member, I will personally take an interest in your studies of the magery arts. If there is a veteran member available, u may also be assigned to have a teacher who will directly help in your studies, and also be urged to help you with the cost involved in the study of the art. The department will also provide things to you, when the funds are available to do so, and this is covered in an upcoming chapter.

(5) Taxes/Donations

The guild has a member tax currently in place to fund its member service programs and several departments that are supported by guild funds. The member tax is currently 1k gold pieces per member per week. The taxes must be given to the QuarterMistress before Saturday of every standard week, so she has enough time to record them and deposit it into the guild treasury by the deadline of 8pm Saturday evening (Eastern Time). In light of the services provided

by the department,
even young ones will be
required to pay
the weekly tax.

Member donations for the
department may also be
given to the
department head at any
time. The donations will
be used for the member
services covered in the
next chapter.

(6) Dep't Funded Services.

The department will focus
on
using its funds to help
young members with their
training, as the funds
become available. The
requirements for a
member to receive
supplies from the
department, is that they
must be a young player
(Magery of under 89.9)
and this must be their
primary
character-(example; if
they have a character
that is a veteran char,
and is capable of making
enough funds to get their
own supplies). The supplies
system should be
respected and allowed to
be used for those who
really do need the help.

Some of the supplies
covered under this
provision are:

- 1) Full Spell Books
- 2) Clothes
- 3) Reagents
- 4) Animals (horses)
- 5) GM weapons for
rangers
- 6) Rune Books
- 7) Food
- 8) Blank Scrolls
- 9) Scribe Pens
- 10) Alchemy Supplies(some)

All of these supplies will
be made available, when
the funds are available. A
list will be kept of
persons who request

something, and as soon as the funds are available. The orders will be filled on first come basis.

(7) Dress Code.....

Must be in uniform at all times.

Black robe or black leather armor. Royal blue cloak must be worn at all times, and a hat is optional. Boots must be dyed black or royal blue.

Deviations that are allowed is pants or a skirt, or a kilt, a shirt (all dyed black) and a cloak of royal blue, and boots or shoes dyed black or royal blue.

YOU MUST ADHERE TO THIS DRESS CODE!!